

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
 a variable display means-unit for that variably displaying-displays a
plurality of symbols;
 an internal winning combination determination means-unit that is
configured to determine an internal winning combination;
 a plurality of operation ~~means-units~~ with which a player stops the variable
display of the variable display ~~meansunit~~;
 a stop control means-unit that is configured to perform a stop control of the
variable display based on the determination result of the internal winning
combination determination ~~means-unit~~ and on a stop operation of each of the
operation ~~meansunits~~;
 a game medium payout means-unit that is configured to pay out a game
medium to the player in a case where a stop state of the variable display ~~means~~
~~unit~~ stopped by the stop control ~~means-unit~~ corresponds to a predetermined stop
state; and
 a front display means-unit that is provided in front of the variable display
~~means-unit~~ and configured to enable the player to see the symbols on the
variable display ~~means-unit~~ therethrough, and to display various images,
 wherein the front display ~~means-unit~~ includes an electrical display device
and is movably-arranged to move relative to the variable display unit.
2. (Currently Amended) The gaming machine as claimed in claim 1, wherein
the front display ~~means-unit~~ is movably arranged in a back and forth direction
with respect to the variable display ~~meansunit~~.
3. (Currently Amended) The gaming machine as claimed in claim 1, wherein
the front display ~~means-unit~~ is movably arranged in an up and down direction
with respect to the variable display ~~meansunit~~.

4. (Currently Amended) The gaming machine as claimed in claim 1, wherein the front display ~~means-unit~~ is movably arranged between a position where the player is able to visually recognize the front display ~~means-unit~~ and a position where the player is unable to visually recognize the front display ~~means-unit~~.
5. (New) The gaming machine as claimed in claim 1, wherein the electrical display device is a flat liquid crystal panel.
6. (New) The gaming machine as claimed in claim 1, wherein the variable display unit is in a form of a plurality of reels operative to rotate about a common axis of rotation.
7. (New) The gaming machine as claimed in claim 1, wherein the variable display unit includes a rotation shaft and a mechanical reel that rotates about the rotation shaft, and
wherein the front display unit is provided to be rotatable about the rotation shaft.
8. (New) The gaming machine as claimed in claim 7 further comprising:
a support body that is loosely fitted into the rotation shaft, the support body supporting the front display unit; and
an actuator that rotates the support body about the rotation shaft to rotate the front display unit about the rotation shaft.
9. (New) The gaming machine as claimed in claim 7, wherein the front display unit includes:
a frame that supports the electrical display device, the frame having an opening that allows light to pass therethrough;
a light source that is disposed near a lower edge of the electrical display

device; and

a reflection cover that is provided to partially surround the light source, the reflection cover being configured to reflect light from the light source toward the electrical display device while reflecting a part of the light toward the variable display unit to illuminate the variable display unit.

10. (New) A gaming machine comprising:

a first display device that variably displays a plurality of symbols;

a second display device that electrically displays various images, the second display device being provided in front of the first display device and configured to enable the player to see the symbols displayed by the first display device therethrough;

an input device that allows a player to input a command to bet; and

a controller that controls the first display device and the second display device in accordance with the command to provide a game to the player,

wherein the second display device is arranged to move relative to the first display device.

11. (New) The gaming machine as claimed in claim 10, wherein the second display device is arranged to move in a back and forth direction with respect to the first display device.

12. (New) The gaming machine as claimed in claim 10, wherein the second display device is arranged to move in an up and down direction with respect to the first display device.

13. (New) The gaming machine as claimed in claim 10, wherein the second display device is arranged to move between a first position where the player is able to visually recognize the second display device and a second position where the player is unable to visually recognize the second display device.

14. (New) The gaming machine as claimed in claim 10, wherein the second display device includes a flat liquid crystal panel.
15. (New) The gaming machine as claimed in claim 10, wherein the first display device is in a form of a plurality of reels operative to rotate about a common axis of rotation.
16. (New) The gaming machine as claimed in claim 10, wherein the first display device includes a rotation shaft and a mechanical reel that rotates about the rotation shaft, and
wherein the second display device is provided to be rotatable about the rotation shaft.
17. (New) The gaming machine as claimed in claim 16 further comprising:
a support body that is loosely fitted into the rotation shaft, the support body supporting the second display device; and
an actuator that rotates the support body about the rotation shaft to rotate the second display device about the rotation shaft.
18. (New) The gaming machine as claimed in claim 17, wherein the second display device includes:
a display panel;
a frame that supports the display panel, the frame having an opening that allows light to pass therethrough;
a light source that is disposed near a lower edge of the display panel; and
a reflection cover that is provided to partially surround the light source, the reflection cover being configured to reflect light from the light source toward the display panel while reflecting a part of the light toward the first display device to illuminate the first display device.